MOUNTAIN KING

OBJECT OF THE GAME:

The object of **MOUNTAIN KING** is to capture the Golden Crown of the Temple and carry it safely to the top of the mountain before your time expires and/or you are destroyed.

THE EXPLORER:

In **MOUNTAIN KING** you play the part of the intrepid Explorer. Use your Joystick Controller to maneuver him throughout the mountain, making him run to the left or right and jump from plateau to plateau. To jump, push the Joystick away from you at a 45-degree angle to the left or right; the Explorer will leap in the respective direction. If you jump or fall to a lower plateau, you won't be hurt. But, if you fall too far, you'll be momentarily stunned and unable to proceed for a few seconds. To climb ladders, push the Joystick away from you. Pull it towards you to go down ladders or to kneel.

You must kneel in order to claim the Flame Spirit, open Treasure Chests and gain entry to the Temple.

Your Explorer is equipped with a flashlight used to find Treasure Chests and to confirm the location of the Flame Spirit. To activate the flashlight, press down on either fire button on your Joystick Controller. The flashlight may only shine in the direction in which your Explorer is headed. It cannot shine up or down.

DIAMONDS & THE FLAME SPIRIT:

In order to gain entry to the Temple, you must first be in possession of the Flame Spirit. To qualify for possession you must collect over 1,000 points worth of diamonds. Diamonds are embedded in the cavern walls throughout the mountain. Merely pass over them to pick them up. Each cluster of five diamonds is worth 25 points.

Once you have earned over 1,000 diamond points, a flickering flame will appear at the bottom of your screen, indicating that the Flame Spirit is now available for capture.

LOOK FOR: a very brief flame flicker. This marks the location of the Flame Spirit. The Flame Spirit itself is only fully visible with the flashlight on it.
LISTEN FOR: the theme music. The louder the music, the closer you are to the Flame Spirit. On Level 1, you'll have an unlimited amount of time to capture the Flame Spirit. On Levels 2 through 8, the theme music will only play through a few verses. If you fail to capture the Flame Spirit before the music ends, it will disappear. Before it becomes available again, you'll have to collect at least another 1,000 points worth of diamonds.

The Flame Spirit is randomly hidden within the mountain and is not likely to pop up in the same position more than once.

Once you have successfully located the Flame Spirit, position your Explorer directly on top of it and pull the Joystick towards you to kneel down and pick it up. The Explorer will then be surrounded by a glittering halo and you'll score bonus points. The faster you get the Flame Spirit, the larger the bonus. You'll also earn an additional minute of playing time every time you gain possession of the Flame Spirit.

CAVE BATS:

Gray Cave Bats inhabit the caves of the mountain, serving to protect both the Temple and its Golden Crown. On Levels 2 through 8, Cave Bats will try to steal the Flame Spirit from you before you make it into the Temple. On all levels, they'll try to steal back the Golden Crown before you're able to get it to the mountain top.

THE GIANT SPIDER:

Lurking at the bottom of the mine is a Giant Spider waiting to wind your Explorer in its web. If you get caught, you'll be able to escape the web by rapidly moving the Joystick forward and back. You must do this quickly; if the Spider returns to find you still struggling, he will eat you and end the game. The Spider will also steal back the Golden Crown should you possess it when caught and will take back the Flame Spirit as well. You may escape the Spider altogether by leaping over him or jumping to a ladder or higher plateau.

TREASURE CHESTS:

Randomly hidden throughout the depths of the mountain are Treasure Chests, visible only with the flashlight. Each one is loaded with diamonds and should you open one, a short fanfare will sound and 250 diamond points will be added to your point total.

To open a Treasure Chest, position the Explorer directly on top of it and pull the Joystick towards you. A new Treasure Chest will always be hidden for every one opened.

THE SKULL SPIRIT:

Guarding the entrance to the Temple is the ominous Skull Spirit, visible only with the flashlight. Offer him the Flame Spirit and he will grant you entrance to the Temple. To do this, position your Explorer directly under the entranceway and pull the Joystick towards you. The Skull Spirit will take the Flame Spirit and become visible only long enough for you to dash into the Temple. Be fast; if the Skull Spirit disappears before you enter, you'll have to bring him the Flame Spirit again.

THE GOLDEN CROWN:

Once inside the Temple, you must scale the walls to get to the Golden Crown. Position your Explorer directly under the Golden Crown. Move the Joystick forward to place it on your head and then pull it towards you to remove both you and the Crown from the pedestal. You'll receive 5,000 bonus points for obtaining the Crown.

ESCAPING:

Once the Golden Crown is on your head, the **MOUNTAIN KING** theme music will begin to play, indicating that it's time to make tracks. Drop to the floor of the Temple and back out into the mine. Your challenge now is to get to the top of the mountain where the Perpetual Flame burns before time runs out or before the Cave Bats steal the Crown from you. If you make it to the top of the mountain, you will receive bonus points and play will then continue on the next highest level. The faster you get to the top of the mountain, the more bonus points you will receive.

SPECIAL FEATURES:

Ladders — Use these to go up and down. Your Explorer cannot jump from the top of a ladder.
Flashlight — Your flashlight has inexhaustible power. Use it to see the Flame Spirit, Skull Spirit and Treasure Chests. You cannot use it and pick up diamonds at the same time, nor will it work when you are being chased by the Spider or are in possession of the Flame Spirit or Golden Crown.
Scoring display — The score display at the bottom of your screen indicates your current score and, below that, the amount of time remaining in the game.

MUSIC & SOUNDS:

Music is one of the most critical and exciting elements of **MOUNTAIN KING**. Listen carefully to the theme music when the Flame Spirit becomes available. The closer you are to the Flame Spirit, the louder the music will be. Once you get the Golden Crown, you'll hear the theme music again. As you attempt to escape, the music will play for a period of time based on the Skill Level you're playing. If you've failed to get to the mountaintop when the music stops, the Crown will immediately disappear from atop your head and you'll have to begin your quest anew.

Among the assorted sounds heard throughout the game, one to remember is the sound of the oncoming Giant Spider. If you stay alert to this sound, you just may have enough time to get out of the way before the Spider snares you.

TIME:

Time is another critical element. Depending on the level you're playing, you have a limited amount of time to complete your mission. With only 59 seconds left to play, the time display below your score will turn red, alerting you to the fact that you had better get a move on if you expect to become **MOUNTAIN KING**.

SKILL LEVEL DISTINCTIONS:

Level	Total Time	Time to find Flame Spirti	Time to reach mountaintop
1	8:00	Unlimited	:45
2	6:00	:40	:40
3	5:00	:35	:30
4	4:00	:30	:30
5	3:00	:25	:30
6	3:00	:22	:30
7	3:00	:22	:30
8	3:00	:20	:30